



**Martin Bórik** - Two decades of experience in professional IT business, balancing between low-level programming and full-stack JavaScript development, now transitioning into people management, currently as Scrum Master

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**DATE OF BIRTH** 14.08.1982

### Current Job

**DATES** OCTOBER 2022 - PRESENT  
**PRODUCT (OFFSITE)** **The Expert [theexpert.com]**  
**POSITION & RESPONSIBILITIES**

as a contractor of **Sudolabs, Košice**

- **Scrum Master** responsible for building a high-performing, self-organised and cross-functional team.
- In certain moment when the team grew too fast and got into performance and organisation issues, came the need for a Scrum Master role.
- Initiated and led meetings leading to the formation and reorganisation of the team into smaller development Squads. Chose Squad members based on 1on1 conversations with them and long-term observation of their relationships and cooperation with each other, still keeping a balanced seniority.
- Defined 2-week Sprint schedule and wrote down all processes, rules and Agile ceremonies agenda to bring whole team on the same page. **Facilitation** and leading of regular Sprint meetings, keeping it as short and efficient as possible. Dailies split to asynchronous text form (Slack app) and short regular daily meetings where only goals and impediments were addressed.
- **Supporting a team** (removing blockers, managing deps, board checking and updating...), **Supporting of Product Manager** (prioritisation and backlog management, shaping visions and product goals, helping to interact with devs and stakeholders), **Protecting a team** by acting as buffer for disruptive product managers and facing of objections of stakeholders.
- **Regular reporting** to onsite management and stakeholders of team performance by velocity tracking, monitoring control charts and cumulative flows. Measuring Sprint velocity.
- **Agile coaching** and **fostering communication**.



## Martin Bórik - senior software development engineer

### Work Experience

<b>DATES</b>	NOVEMBER 2020 - PRESENT
<b>CONTRACTOR</b>	<b>Sudolabs, Košice</b>
<b>PROJECTS &amp; ACHIEVEMENTS</b>	<ul style="list-style-type: none"><li>• <b>The Expert</b> [<a href="http://theexpert.com">theexpert.com</a>] - application built on Next.js, Apollo, React, styled-components, Formik+Yup; API on GraphQL queries/mutations, resolvers through the Objection.js to PostgreSQL.</li><li>• <b>DNA ERA</b> [<a href="http://dnaera.sk">dnaera.sk</a>] - designing of db model on PostgreSQL, migrations in Knex.js, models in Objection.js, coding GraphQL queries, mutations, resolvers and dataloaders, developing the application built on Next.js, Apollo, React, styled-components, Formik+Yup and Evergreen (on back-office side of application).</li><li>• <b>FINVIZ</b> [<a href="http://finviz.com">finviz.com</a>] - migration into React, improvements on Canvas rendering, E2E testing with Cypress.io+Percy.</li></ul>
<b>DATES</b>	APRIL 2018 - NOVEMBER 2020
<b>EMPLOYER</b>	<b>PosAm, s r.o.</b>
<b>POSITION</b>	<b>senior development engineer, tech-lead</b>
<b>RESPONSIBILITIES &amp; ACHIEVEMENTS</b>	<ul style="list-style-type: none"><li>• Frontend developer of a couple of desktop web applications for Allianz insurance company. Built on Angular 5+.</li><li>• Frontend architect, team-lead and scrum-master of project for settlement and inspection management of vehicle incident claims for Allianz, Slovenská poisťovňa. Solution built on Angular 6+ framework and Reactive Forms.</li><li>• Frontend developer of React desktop web application for Česká Pojišťovna a.s.</li></ul>
<b>DATES</b>	JUNE 2016 - MARCH 2018
<b>PROJECT (OFFSITE)</b>	<b>Masternaut (UK)</b>
<b>POSITION &amp; RESPONSIBILITIES</b>	<ul style="list-style-type: none"><li>• Frontend developer of the large single-page desktop web application for vehicle tracking, fleet &amp; asset management and driver performance analysis.</li><li>• Solution based on Dojo open-source JavaScript toolkit and framework.</li><li>• Acceptance test-driven development (tests based on Intern+Chai+Sinon)</li><li>• Agile SW development, running in 2 week long sprints</li></ul>

as an employee of  
**NESS KE s.r.o.**



## Martin Bórik - senior software development engineer

- DATES** NOVEMBER 2015 - APRIL 2016
- PROJECT (OFFSITE)** **Caplin (UK)**
- POSITION & RESPONSIBILITIES**
- as an employee of **NESS KE s.r.o.**
- Frontend developer of large single-page financial trading web application.
  - Solution based on BladeRunnerJS open-source toolkit and framework (based on KnockoutJS).
  - Strict test-driven development - consisting of unit (business-logic) tests and acceptance (presentation layer and UX) tests.
  - Agile SW development, running in 2 week long sprints

- DATES** AUGUST 2011 - JULY 2015
- EMPLOYER** **ANTIK Technology s.r.o.**
- POSITION** senior developer, team-lead
- RESPONSIBILITIES & ACHIEVEMENTS**
- Solo development of touch-screen attendance terminal running on embedded device (BeagleBone Black) - single-page web application using a pure HTML5/CSS3/JavaScript on frontend and Node.js on backend.
  - Node.js backend developer of time-critical solutions handling the thousands of client connections:
    - describing of communication protocol format and development of socket server which can handle up to ten thousands of client devices in realtime.
    - RESTful API server running on embedded device for remote communication with POS terminal.
    - RESTful API server to communication with remote hospitality systems.
  - C/C++ developer of GUI for IPTV Set-Top-Box.
  - C/C++ developer and team-lead of WebKit based web-browser implementation running on embedded device with minimal HW requirements.
  - Analysis and development of C/C++ module for reading and realtime processing of HbbTV interactive television content and enhanced program guide from MPEG transport stream according to ETSI standards.
  - Authorship and development of internal C++ parser and analyser of MPEG transport stream.



## Martin Bórik - senior software development engineer

**DATES** APRIL 2009 - JULY 2009  
**EMPLOYER** **PROCESNÁ AUTOMATIZÁCIA a.s., sales department**  
**POSITION & RESPONSIBILITIES** freelance full-stack developer

- Analysis of customer requirements, designing of database model and development of web application with complex complaint system for Sales department.
- **Technical background:**
  - front-end: HTML4, CSS2, ES3 JavaScript
  - back-end: PHP5, MySQL
  - desktop application: C++, MFC, WebView
- Application serving up to 10 employees, every day for next 10 years without any issue or bug-report.

**DATES** SEPTEMBER 2005 - AUGUST 2011  
**EMPLOYER** **Novitech Tax s.r.o.**  
**POSITION & RESPONSIBILITIES** full-stack developer, data-analyst

- Frontend developer of single-page web application for filling of the tax returns with complex real-time validation based on my own math expression parser and evaluator.
- UX designer of web application for the court of distrainers.
- Data analysis, mining and manual corrections of data conflicts in national-wide Informix-SQL database of Tax Directorate of Slovak Republic.
- Backend Java developer of the parts of the Tax Information System based on IBM WebSphere portal.

**DATES** SEPTEMBER 2003 - AUGUST 2006  
**EMPLOYER** **MODES, design studio, Košice**  
**POSITION & RESPONSIBILITIES**

- Graphic designer and web developer of commercial web-pages based on my own PHP/MySQL framework on backend and JavaScript on frontend.
- computer and advertising graphics, DTP, 3D visualisations

**DATES** APRIL 2002 - JULY 2003  
**EMPLOYER** **Remia s.r.o.**  
**POSITION & RESPONSIBILITIES**

- Web developer of commercial static web pages.
- C++ developer of educating applications for kids into embedded kiosk stands for shopping centres.

## Skills and Awards

<b>LANGUAGE SPOKEN</b>	<b>English</b> - professional working proficiency
<b>DATE</b>	AUGUST 2019
<b>CERTIFICATE</b>	<b>React &amp; Redux Certified Developer</b>
<b>TUTOR / ISSUER</b>	Školenia a kurzy - Michal Kočí
<b>DATE</b>	DECEMBER 2017
<b>AWARD</b>	<b>Winner of Jury Award in Ness My Idea Contest 2017</b>
<b>INSTITUTION / ISSUER</b>	Ness KDC CTO associates
<b>TOPIC</b>	Idea: "Advanced Web Form Validation Techniques"
<b>DATE</b>	MARCH 2017
<b>AWARD</b>	<b>Employee of the month</b>
<b>INSTITUTION / ISSUER</b>	NESS KE, s.r.o

## Projects & Participations

<b>DATE</b>	NOVEMBER 2017
<b>PROJECT NAME</b>	<b>Smart Form Validator</b>
<b>PART OF</b>	Ness My Idea Contest 2017 entry
<b>DESCRIPTION</b>	<ul style="list-style-type: none"><li>• Project aimed to build a better web forms with advanced realtime field validation driven by simple expression evaluation, best fit on forms for different professions who work with finances.</li><li>• <b>Tech:</b> TypeScript, Aurelia, Semantic UI, Gulp, LESS, big.js</li></ul>
<b>DATE</b>	MAY 2017
<b>PROJECT NAME</b>	<b>Translt</b>
<b>PART OF</b>	<b>Masternaut Hackathon 2017</b>
<b>DESCRIPTION</b>	<ul style="list-style-type: none"><li>• Three day long hackathon project aimed to build responsive web application to manage translation resources of our projects and components.</li><li>• I've acted as project's frontend architecture initiator and the lead of three senior development engineers who deliver nearly final product with all primary and lot of secondary goals finished.</li><li>• Frontend part built on Aurelia framework driven by TypeScript and Semantic UI framework, built by Gulp. Backend RESTful API built on Java and MongoDB.</li></ul>



## Martin Bórik - own open-source projects

<b>DATE</b>	MARCH 2018 - PRESENT
<b>PROJECT NAME</b>	<b>z80-macroasm-vscode</b>
<b>DESCRIPTION</b>	<ul style="list-style-type: none"><li>• Extension for <b>Visual Studio Code</b> provides the syntax highlighting for Z80 assembly sources, label or symbol definition documentation, suggestions on hover or typing, macro documentation and argument definition suggestions, semi-automatic completion with formatting, renaming of labels or symbols, formatting and problem matchers.</li><li>• <b>Tech:</b> TypeScript, Z80</li></ul>
<b>DATE</b>	JUNE 2015 - PRESENT
<b>PROJECT NAME</b>	<b>SAA1099Tracker</b>
<b>DESCRIPTION</b>	<ul style="list-style-type: none"><li>• Progressive web application of <b>chiptune music tracker</b> for Philips SAA 1099 soundchip, which was used in 8bit computers Sam Coupé, ZX-Spectrum and also in sound interface MIF 85 for the Tesla PMD 85.</li><li>• <b>Tech:</b> TypeScript, Electron, WebAudio, LESS</li></ul>
<b>DATE</b>	JANUARY 2014 - OCTOBER 2022
<b>PROJECT NAME</b>	<b>ColorAceEditor</b>
<b>DESCRIPTION</b>	<ul style="list-style-type: none"><li>• Online pixel-art picture editor for Tesla PMD 85.</li><li>• <b>Tech:</b> TypeScript, React, BlueprintJS UI framework</li></ul>
<b>DATE</b>	MAY 2018 - SEPTEMBER 2020
<b>PROJECT NAME</b>	<b>Speccy2010</b>
<b>DESCRIPTION</b>	<ul style="list-style-type: none"><li>• Speccy2010 is FPGA development board built to implementation of <b>ZX Spectrum and its clones</b>.</li><li>• This project is <b>next iteration of the firmware</b>, changes done in the core of programmable gate-array, plus complete refactor and development of the new features was done in C/C++ for ARM micro-processor firmware.</li><li>• <b>Tech:</b> Embedded C/C++, VHDL, Verilog, ARM7TDMI, Z80</li></ul>
<b>DATE</b>	DECEMBER 2011 - DECEMBER 2019
<b>PROJECT NAME</b>	<b>GPMD85Emulator</b>
<b>DESCRIPTION</b>	<ul style="list-style-type: none"><li>• Open-source emulator (focused primary on *nix platforms) of the Tesla PMD 85, an 8-bit personal micro-computer and all of its compatible models produced in eighties of 20th century in the former Czechoslovakia.</li><li>• <b>Tech:</b> C/C++, Autotools, Simple DirectMedia Library</li></ul>